

## CLAIMS

I claim:

- 1                   1.     A method in a computer system for displaying modeless  
2 windows, the computer system running an application, the method comprising:  
3                   displaying an application window having a client area;  
4                   within the client area, displaying a document window;  
5                   displaying a modeless window in the document window and anchored to  
6 an edge of the document window; and  
7                   within the modeless window, displaying information associated with the  
8 application.
- 1                   2.     The method of claim 1, further comprising updating information  
2 displayed in the modeless window to reflect a change in the information associated with  
3 the application changes.
- 1                   3.     The method of claim 1 wherein the modeless child window has  
2 two or more non collinear sides, and wherein portions of a document displayed in the  
3 document window are displayed adjacent to at least two of the sides of the modeless  
4 window.
- 1                   4.     The method of claim 1 wherein the modeless window is wholly  
2 contained in the document window.
- 1                   5.     The method of claim 1 wherein the modeless window is a child  
2 window.

1                   6.     The method of claim 1 wherein the method further includes  
2     displaying a second modeless window in the document window and wherein the second  
3     modeless window contains information regarding the application.

1                   7.     The method of claim 6 wherein the modeless window and the  
2     second modeless window are non-overlappable.

1                   8.     The method of claim 1, further comprising changing the size of  
2     the modeless window in response to user input.

1                   9.     The method of claim 8, further comprising receiving the user  
2     input via a mouse.

1                   10.    The method of claim 9, further comprising:  
2                   expanding the modeless window when the input from the mouse selects  
3     a display position that is near the modeless window; and  
4                   collapsing the modeless window when the input from the mouse selects a  
5     display position that is not near the modeless window.

1                   11.    A computer readable medium whose contents cause a computer  
2     system that is running an application to displaying modeless windows by:  
3                   displaying an application window having a client area;  
4                   within the client area, displaying a document window;  
5                   displaying a modeless window in the document window and anchored to  
6     an edge of the document window; and  
7                   within the modeless window, displaying information regarding the  
8     application.

1                   12.     The computer readable medium of claim 11 wherein the contents  
2 of the computer-readable medium further cause the computer system to update  
3 information displayed in the modeless window as the information regarding the  
4 application changes.

1                   13.     The computer readable medium of claim 11 wherein the  
2 modeless window has two or more non collinear sides, and wherein portions of a  
3 document displayed in the document window are displayed adjacent to at least two of  
4 the sides of the modeless window.

1                   14.     The computer readable medium of claim 11 wherein the  
2 modeless window is a child window.

1                   15.     The computer readable medium of claim 11 wherein the contents  
2 of the computer-readable medium further cause the computer system to display a second  
3 modeless window in the document window and wherein the second modeless window  
4 contains information regarding the application.

1                   16.     The computer readable medium of claim 11 wherein the contents  
2 of the computer-readable medium further cause the computer system to change the size  
3 of the modeless window in response to user input.

1                   17.     The computer readable medium of claim 16 wherein the contents  
2 of the computer-readable medium further cause the computer system to receive the user  
3 input via a mouse.

1                   18.     The computer readable medium of claim 17 wherein the contents  
2     of the computer-readable medium further cause the computer system to:  
3                   expanding the modeless window when the input from the mouse is near  
4     the modeless window; and  
5                   collapsing the modeless window when the input from the mouse is not  
6     near the modeless window.

1                   19.     A method in a computer system for displaying modeless  
2     windows, the computer system running an application, the method comprising:  
3                   displaying an application window having a client area;  
4                   within the client area, displaying a document window;  
5                   displaying a first modeless window in the document window that within  
6     it displays information associated with the application;  
7                   displaying a second modeless window in the document window that  
8     within it displays information associated with the application; and  
9                   moving a present location of the first modeless window if user input is  
10    received that causes the second modeless window to be moved to a position which  
11    would overlap a preferred location of the first modeless window.

1                   20.     The method of claim 19 wherein user input is a double-clicked  
2     mouse.

1                   21.     The method of claim 19 wherein the first modeless window has  
2     two or more non collinear sides, and wherein portions of a document displayed in the  
3     document window are displayed adjacent to at least two of the sides of the first  
4     modeless window.

1                   22.     The method of claim 19 wherein the first modeless window is  
2     wholly contained in the document window.

1                   23.     The method of claim 19 wherein the first modeless window is  
2     anchored to an edge of the document window.

1                   24.     The method of claim 19 wherein the first modeless window is a  
2     child window

1                   25.     The method of claim 19, further comprising changing the size of  
2     the modeless window in response to other user input.

1                   26.     The method of claim 25, further comprising receiving the other  
2     user input via a mouse.

1                   27.     The method of claim 26, further comprising:  
2                   expanding the first modeless window when the other input from the  
3     mouse selects a display position that is near the modeless window; and  
4                   collapsing the second modeless window when the other input from the  
5     mouse selects a display position that is not near the modeless window.

1                   28.     A computer readable medium whose contents cause a computer  
2     system that is running an application to displaying modeless windows by:  
3                   displaying an application window having a client area;  
4                   within the client area, displaying a document window;  
5                   displaying a first modeless window in the document window that within  
6     it displays information associated with the application;  
7                   displaying a second modeless window in the document window that  
8     within it displays information associated with the application; and  
9                   moving a present location of the first modeless window if user input is  
10    received that causes the second modeless window to be moved to a position which  
11    would overlap a preferred location of the first modeless window.

1                   29.     The computer readable medium of claim 28 wherein user input is  
2     a double-clicked mouse.

1                   30.     The computer readable medium of claim 28 wherein the first  
2     modeless window has two or more non collinear sides, and wherein portions of a  
3     document displayed in the document window are displayed adjacent to at least two of  
4     the sides of the first modeless window.

1                   31.     The computer readable medium of claim 28 wherein the first  
2     modeless window is anchored to an edge of the document window.

1                   32.     The computer readable medium of claim 28 wherein the first  
2     modeless window is a child window.

1                   33.     The computer readable medium of claim 28 wherein the contents  
2     of the computer-readable medium further cause the computer system to change the size  
3     of the first modeless window in response to other user input.

1                   34.     The computer readable medium of claim 33 wherein the contents  
2     of the computer-readable medium further cause the computer system to receive the  
3     other user input via a mouse.

1                   35.     The computer readable medium of claim 34 wherein the contents  
2     of the computer-readable medium further cause the computer system to:  
3                   expanding the first modeless window when the other input from the  
4     mouse is near the modeless window; and  
5                   collapsing the first modeless window when the other input from the  
6     mouse is not near the modeless window.

1                   36.    A method in a computer system for displaying modeless  
2 windows, the computer system running an application, the method comprising:  
3                   displaying an application window having a client area;  
4                   within the client area, displaying a document window;  
5                   displaying a modeless window in the document window that displays  
6 information regarding the application; and  
7                   collapsing the modeless window when user input selects a display  
8 position that is not near the modeless window.

1                   37.    The method of claim 36, further comprising receiving the user  
2 input via a mouse.

1                   38.    The method of claim 36, further comprising updating information  
2 displayed in the modeless window to reflect a change in the information associated with  
3 the application changes.

1                   39.    The method of claim 36 wherein the modeless window has two  
2 or more non collinear sides, and wherein portions of a document displayed in the  
3 document window are displayed adjacent to at least two of the sides of the modeless  
4 window.

1                   40.    The method of claim 36 wherein the modeless window is wholly  
2 contained in the document window.

1                   41.    The method of claim 36 wherein the modeless window is  
2 anchored to an edge of the document window.

1                   42.     The method of claim 36 wherein the method further includes  
2     displaying a second modeless window in the document window and wherein the second  
3     modeless window contains information regarding the application.

1                   43.     The method of claim 42 wherein the modeless window and the  
2     second modeless window are non-overlappable.

1                   44.     The method of claim 36, further comprising changing the size of  
2     the modeless window in response to user input.

1                   45.     The method of claim 36, further comprising:  
2                   expanding the modeless window when the input from the mouse selects  
3     a display position that is near the modeless window.

1                   46.     The method of claim 36 wherein the modeless window is a child  
2     window.

1                   47.     A computer readable medium whose contents cause a computer  
2     system that is running an application to displaying modeless windows by:  
3                   displaying an application window having a client area;  
4                   within the client area, displaying a document window;  
5                   displaying a modeless window in the document window that displays  
6     information regarding the application; and  
7                   collapsing the modeless window when user input selects a display  
8     position that is not near the modeless window .

1                   48.     The computer readable medium of claim 47 wherein the contents  
2     of the computer-readable medium further cause the computer system to update



3 information displayed in the modeless window as the information regarding the  
4 application changes.

1           49. The computer readable medium of claim 47 wherein the  
2 modeless window has two or more non collinear sides, and wherein portions of a  
3 document displayed in the document window are displayed adjacent to at least two of  
4 the sides of the modeless window.

1           50. The computer readable medium of claim 47 wherein the  
2 modeless window is anchored to an edge of the document window.

1           51. The computer readable medium of claim 47 wherein the contents  
2 of the computer-readable medium further cause the computer system to display a second  
3 modeless window in the document window and wherein the second modeless window  
4 contains information regarding the application.

1           52. The computer readable medium of claim 47 wherein the contents  
2 of the computer-readable medium further cause the computer system to change the size  
3 of the modeless window in response to user input.

1           53. The computer readable medium of claim 47 wherein the contents  
2 of the computer-readable medium further cause the computer system to receive the user  
3 input via a mouse.

1           54. The computer readable medium of claim 53 wherein the contents  
2 of the computer-readable medium further cause the computer system to:  
3           expanding the modeless window when the input from the mouse is near  
4 the modeless window.

- 1                    55.     A method of communicating information to a user about a  
2     computer program that includes a display window, the method comprising:  
3                    displaying a first modeless child window that contains information about  
4     the computer program to the user, the modeless child window having a preferred  
5     location;  
6                    displaying a second modeless child window that contains information  
7     about the computer program to the user, the modeless child window having a preferred  
8     location;  
9                    receiving user input that causes a second modeless child window to be  
10    moved to a position in which it would overlap the first modeless child window in its  
11    preferred location;  
12                   in response to determining that the second modeless child window would  
13    overlap the first modeless child window, moving the first modeless child window to a  
14    new location in which the second modeless child window does not overlap the first  
15    modeless child window; and  
16                   anchoring the first modeless child window in a position that does not  
17    interfere with the preferred location of the second modeless child window.

1                    56.     The method of claim 55, further comprising closing the first  
2     modeless child window responsive to other input received from the user, then  
3     displaying the first modeless child window responsive to additional input received from  
4     the user.

1                    57.     The method of claim 56, further comprising changing a state of  
2     the first modeless child window responsive to additional user input.

1                    58.     The method of claim 55 wherein both modeless child windows  
2     are anchored windows.

1                   59.     The method of claim 56 wherein the user input is a double-  
2     clicked mouse.

1                   60.     A computer readable medium whose contents cause a computer  
2     system running a computer to communicate information to a user about a computer  
3     program that includes a display window by:

4                   displaying a first modeless child window that contains information about  
5     the computer program to the user, the modeless child window having a preferred  
6     location;

7                   displaying a second modeless child window that contains information  
8     about the computer program to the user, the modeless child window having a preferred  
9     location;

10                  receiving user input that causes a second modeless child window to be  
11     moved to a position in which it would overlap the first modeless child window in its  
12     preferred location;

13                  in response to determining that the second modeless child window would  
14     overlap the first modeless child window, moving the first modeless child window to a  
15     new location in which the second modeless child window does not overlap the first  
16     modeless child window; and

17                  anchoring the first modeless child window in a position that does not  
18     interfere with the preferred location of the second modeless child window.

1                   61.     The computer readable medium of claim 59 wherein the contents  
2     of the computer readable medium further cause the computer system to update  
3     information displayed in the modeless child window as the information regarding the  
4     application changes.

1                   62.     The computer readable medium of claim 59 wherein the contents  
2     of the computer readable medium further cause the computer system to close the first

3 modeless child window responsive to other input received from the user and reopen in  
4 same position.

1                   63.     The computer readable medium of claim 59 wherein the contents  
2 of the computer readable medium further cause the computer system to detach the  
3 modeless child window from the edge of the display window when directed by the user.

1                   64.     The computer readable medium of claim 59 wherein the user  
2 input is a double-clicked mouse.

1                   65.     The computer readable medium of claim 59 wherein the user  
2 input is a mouse drag.

1                   66.     A computer system for displaying modeless windows to a user of  
2 a computer program comprising:

3                   a window display system that displays a window having a client area;

4                   a second window display system that displays a document window  
5 within the client area;

6                   a third window display system that displays a modeless child window  
7 anchored to the edge of the document window; and

8                   a content display system that displays information regarding the  
9 application within the modeless child window.

1                   67.     A computer system for communicating information to a user  
2 about a computer program that includes a display window comprising:

3                   a window display system that displays a modeless child window  
4 containing information about the computer program to the user;

5                   a window attacher for anchoring the modeless child window to an edge  
6 of the display window;

- 7                    an opening process that opens the modeless child window responsive to
- 8 input received from the user; and
- 9                    a closing process that closes the modeless child window responsive to
- 10 other input received from the user.